

## ECIS PE: Pre-Conference Workshop, Vienna, 19.4.2017

### Best of initiative games//Raphaela Blassnig

Programme, 19.4.2017, 9:30-16:00 Uhr

Time (9:20-16:00)	What?
09:30-09:40	Welcome
09:40-10:00	Getting to know game 1: name + gesture from the journey Getting to know game 2: Spots in movement with music
10:00-10:20	1. Initiative game „water of life“
10:20-10:50	*2 Introduction Initiative games, outdoor education
10:50-11:10	Comfort break
11:10-11:20	Energizer 1: peg hunt
11:20-12:00	2. Initiative game „ Where is the pig“+ reflection, meta-level
12:00-12:30	3. Initiative game „ acid lake “+ reflection, meta-level
12:30-13:30	Lunch break
13:30-13:40	Energizer 2: name duell
13:40-14:50	4. Initiative game „calculator“ + reflection, meta-level
14:50-15:10	Comfort break
15:10-15:20	Energizer 3: 1+2+3
15:20-16:00	Closing Round and feedback

#### Getting to know game 1

Participants say their name + one gesture from their journey. All the others repeat the name and the gesture.

#### Getting to know game 2

Spots in movement with music. Different tasks, when the music stops. When the music is playing, participants move.

- Line: travelling hours
- Mapping countries
- Age of target group
- How long do you teach in international schools?
- Who has been to Vienna?
- Who has been to this conference before?

Material: music

### 1. Initiative game „water of life“

Material: Bowl with wholes, strings, cups, juice

Each participant holds one string. The goal is to transfer the liquid from the bowl to the cups, distribute it to the (ideally all) cups and spill as little liquid as possible. Participants can only hold the string at the very end (!). They cannot roll the string around their hands or wrists.

After the exercise everyone gets a drink and clinks glasses.



### 2. Initiative game „ Where is the pig“+ reflection

Participants play against the trainer/teacher. The group of participants stand behind a line, around 10-15m away from them the trainer/teacher takes position with a plastic pig (or any other object) down at the floor. Trainer/teacher and participants play against each other: taking the pig behind the participant's line gets them one point, if they don't manage the point goes to the trainers/teachers. How to get one point? The group tries to move towards the pig, they can only move when the trainer/teacher turns around and speaks the words: where is the pig?! Turning around, facing the group again, the trainer/teacher can send everyone he/she sees moving back behind the line. When the group reaches the pig they can take it and bring it back behind the line following the same procedure as before. Once the pig is gone the trainer/teacher can say one participants name and this person has to raise both hands. If the pig is found this way the point goes to the trainer/teacher. There are some rules for carrying the pig:

1. The pig cannot be thrown
2. The pig cannot be carried inside clothes (underneath a t-shirt, inside trousers etc.)
3. The pig cannot be held by more than one person at a time
4. The pig can be passed from one to another person during the movement

#### Possible reflection question:

- What supported the teamwork during the exercise, what hindered it?

### 3. Initiative game „acid lake“ + reflection

In a restricted area – the acid lake – is an object that the group has to get out of the lake. The lake is acid and dangerous and therefore cannot be touched or stepped into! Who moves close to or above the lake needs protection for the eyes, head and body. The group gets the following protection material they can but not have to use: 1 rope (20-30m), 1 helmet, 1 pair of gloves, 2 carabiner, 1 climbing harness, 1 sling, 1 blindfold. Other material cannot be used!



Rules:

1. Throwing of objects or people is not allowed

For facilitators:

2. If played outside and a tree is involved: tree must be strong enough! Mind the height of the tree!
3. Double check all knots
4. Take a first aid kit with you
5. You might want to place some goodie for the group inside the acid lake

**Possible reflection question:**

Discuss in pairs/triplets:

How was our teamwork in this exercise? What was my personal role in this exercise? How was our communication?

Each group should come up with one tip for the group on how the teamwork can be improved

Collect the tips in the big group

Other possible reflection questions:

- I was heard/ my suggestions were heard
- I could support someone
- I was supported by someone
- I am satisfied with the communication of the group during the exercise

**4. Initiative game „calculator“ + reflection**

Consider to do some warm up activity before you start the game!

All participants have to move through an identical marked course as fast as possible. The time they manage to do as a group counts! In the course the numbered tiles/plates have to be touched in ascending order.

Rules:

1. Only one player can be inside the course at a time!
2. Players have to touch all the numbers inside the course in ascending order
3. Other players are allowed to stand around the marked course
4. Time starts running when the first player enters the course and stops when the last player exits the course
5. Players can talk to each other
6. 10 penalty seconds if a player does not touch the tiles in the right order or if more than one player is inside the marked course.

Attention: wet floor or concrete!

**Possible reflection question:**

- How satisfied are you with the result/process of this exercise?
- How satisfied are you with your own contribution to it?

Blind barometer reflection with thumbs, group comments on each question

### **Energizer 1: peg hunt**

1.round: Everyone gets 3 pegs to place them on their clothes. Goal is to steal pegs from the others and put them on your clothes.

2.round: Everyone wants to get rid of all the pegs and tries to put them on someone else.

### **Energizer 2: name duell**

Participants sit in a circle. One person stands in the middle and wants to get a seat in the circle. He points at somebody and says his/her name out loud. This person bends down and the person left and right say each other's name. Who is slower goes in the middle and the person in the middle gets the seat.

### **Energizer 3: 1+2+3**

Pairs face each other and count alternately from 1-3. Gradually you exchange the numbers with a movement. Movement ideas can come from participants.